

living even a single century.

Humans get a +1 bonus to all skill rolls.

Elves are short and slim, standing about 4½ to 5½ feet tall and typically weighing 85 to 135 pounds. They tend to be pale-skinned and dark-haired, with deep green eyes. Elves have no facial or body hair.

Elves get a +2 bonus to MIND.

Dwarves stand 4 to 4½ feet tall, but are so broad and compact that they are, on average, almost as heavy as humans. A dwarf's skin is typically deep tan or light brown, and their eyes are dark. Their hair is usually black, grey or brown, and worn long. Dwarven men value their beards, which are usually grown long, and often elaborately braided.

Dwarves get a +2 bonus to STR.

Halflings stand about 3 feet tall and usually weight between 30 and 35 pounds. Their skin is ruddy, their hair black or dark brown. They have brown and black eyes. Halfling men often have long sideburns, but beards are rare among them and moustaches almost unseen.

Halflings get a +2 bonus to DEX.

CLASSES

The character classes in *Microlite20* are Cleric, Fighter, Rogue, and Wizard. All characters begin at Level 1.

Clerics are the earthly representatives of the gods themselves. They can wear light or medium armour. They gain a +3 bonus to Communication, and can cast divine spells.

Fighters are masters of all forms of combat. As such, they add a +1 bonus to all attack and damage rolls for every 5 levels they attain. They can wear any kind of armour and use shields. They have a +3 bonus to Physical.

Rogues are experts in being unobtrusive. Rogues can use light armour. They have a +3 bonus to Subterfuge.

If a Rogue is able to sneak attack an opponent (by making a Subterfuge + DEX check), he deals extra damage equal to his Subterfuge skill rank to that opponent. A Rogue may only use this sneak attack once during a given encounter.

Wizards wield the powers of ancient arcane knowledge. They wear no armour. They can cast arcane spells, and gain a +3 bonus to Knowledge.

SKILLS

There are five character skills: Communication, Knowledge, Personality, Physical, and Subterfuge. The player must roll higher than the given Difficulty Class on 1d20 Skill roll to succeed.

Skill Roll = d20 + skill rank + whatever stat bonus is most applicable to the use + situation modifiers.

Skill Rank = level + any bonuses gained due to class or race.

For example, Climbing would use Physical + STR bonus. Dodging a falling rock is Physical + DEX bonus. Finding a trap uses Subterfuge + MIND bonus. Disabling a trap is Subterfuge + DEX bonus.

In addition, characters receive two "free" skill points at character creation. These skill points may be used either to add a +2 bonus to one skill, or to give a +1 bonus to two different skills.

Note that there are no "saving throws" in this game; use Physical + STR bonus for situations which would ordinarily call for a Fortitude save, and Physical + DEX for situations normally calling for a Reflex save. Saving against magic (normally a Will save) is usually accomplished by using the MIND bonus + your level.

COMBAT

In combat, hit points measure how much damage a character can take before dying. If the character's hit points fall below 0 from lethal damage, he is rendered unconscious, and will die in five rounds without help. If the hit points fall to -5, the character is dead.

Hit Points = STR Stat + 1d6/Level

Armour Class is the measure of how difficult it is to hit the character. It represents the Difficulty Class a foe must beat on an attack roll in order to damage the character.

Armour Class = 10 + DEX bonus + Armour bonus.

At the beginning of combat, all parties roll d20 + DEX bonus for initiative order. Everyone can do one thing in each turn; move, attack, cast a spell, etc.

In combat, an attack roll is made by rolling 1d20 and adding the appropriate Attack Bonus. If the result is higher than the opponent's Armour Class (AC), it is a successful hit.

Melee Attack Bonus = STR bonus + Level

Missile Attack Bonus = DEX bonus + Level

Magic Attack Bonus = MIND bonus + Level

A natural attack roll of 20 is an automatic hit, and has a chance of being a critical hit. When a natural 20 is rolled, the player rolls another attack roll. If this roll is a successful hit, the attack is a critical hit, and does double the maximum damage. If the second roll is also a natural roll of 20, the player rolls for a third time. If this roll is a successful hit, the target is instantly killed.

A natural attack roll of 1 is an automatic miss, and has a chance of being a critical miss. When a natural 1 is rolled, the player rolls another attack roll. If this roll is also a miss, the attack is a critical miss, and the character has dropped his weapon, and must use one round to recover it. If the second roll is also a natural roll of 1, the player rolls for a third time. If this roll is a miss, the character's weapon has been broken or destroyed.

A character can use his DEX bonus + Level as the Melee attack bonus instead of his STR bonus, if wielding a light weapon. A character can wield 2 light weapons and attack with both in a round if he takes a -2 penalty on all attack rolls that round. Rapiers count as light weapons, but you cannot wield two rapiers at the same time.

If a character's total attack bonus is +6, a second attack can be made in the same round at +1. If the total attack bonus is +11, a total of three attacks can be made: the first at +11, the second at +6 and the third at +1.

Weapon damage is listed in the *Microlite20* equipment list. Add STR bonus to Melee damage, x2 for 2-handed weapons.

Armour and armour bonuses are listed in the *Microlite20* equipment list.

MAGIC

Clerics can cast any divine spell with a spell level equal to or below ½ their class level, rounded up. They have access to all divine spells in the *Microlite20* spell list.

Wizards can cast any arcane spell with a spell level equal to or below ½ their class level, rounded up. They have access to all arcane spells in the *Microlite20* spell list.

Casting a spell costs Hit Points. The cost is 1 + double the level of the spell being cast. This loss cannot be healed normally, but is recovered after 8 hours rest. There is no need to memorize spells in advance.

A Wizard character selects one 'signature' spell per spell level from 1st upward that he prefers to use over any others. These spells are easier to cast due to familiarity, and cost 1 less hp to use than other spells.

Note: Just because a character can cast any spell, doesn't mean that they should. Choose spells that suit the character.

TURNING UNDEAD

A character (any character, not just a cleric) has the power to turn or destroy undead creatures by channeling the power of his faith through a holy symbol. The character must be a faithful adherent of a church, must possess a holy symbol, and must present the holy symbol in order to turn undead. If the character violates a tenet of his church, or commits an act considered sinful by his church, he may not turn undead until he seeks atonement from the church. A character without any type of church affiliation cannot turn undead creatures.

Turning is considered an attack, and is resolved as an attack using the Magic Attack Bonus (see above). If the attack is a success, the undead creature(s) may be turned.

When used against unintelligent undead, such as skeletons or zombies, undead may be turned *en masse*. On a successful turning attack, roll 2d6 + CHA modifier + level to see how many undead are turned.

If turning is used against intelligent undead, such as a vampire, each creature must be turned individually.

Turned undead flee from you by the best and fastest means available to them. If they cannot flee, they cower (giving any attack rolls against them a +2 bonus). If you approach within 10 feet of them, however, they overcome being turned and act normally. (You can stand within 10 feet without breaking the turning effect—you just can't approach them.) You can attack them with ranged attacks (from at least 10 feet away), and others can attack them in any fashion, without breaking the turning effect.

If you have twice as many levels (or more) as the undead have Hit Dice, you destroy any that you would normally turn.

LEVEL ADVANCEMENT

There are no Experience Points in *Microlite20*. To determine when a character is ready to gain a level, add up the total Encounter Levels (EL) of every encounter you take part in. When the total = 10 x your current level, you've advanced to the next level. Reset the total to 0 after advancing.

Upon gaining a level, the character adds +1 to all skills, +1 to Attack Bonuses, and +1d6 to Hit Points. At levels divisible by 3 (3rd, 6th, 9th, etc.), the character adds 1 point to one of his ability scores (STR, DEX, MIND, or CHA).

In addition, at odd-numbered levels 3rd, 5th, 7th, etc., up through 17th, Clerics and Wizards gain access to new levels of spells.

Example

The first-level adventurers have just completed a dungeon adventure, defeating 5 EL1 encounters, an EL2 trap and the EL3 leader.

That's a total of EL10, so they all advance to level 2. They need to defeat another 20 Encounter Levels to reach Level 3.

Microlite20

FANTASY ROLEPLAYING GAME

This trimmed-down version of the Primary Fantasy SRD rules (see license for more info) has been designed to be quick and easy to play. The goal was to create a simpler game, but one where all of the resources of the Primary Fantasy SRD (monsters, spells, adventures and equipment) could be used without conversion.

THE CORE MECHANIC

Whenever a character attempts an action that has some chance of failure, the player rolls a twenty-sided die (d20). To determine if the character succeeds at a task, the player rolls a d20, adds any relevant modifiers, and compares the result to a target number.

If the result equals or exceeds the target number, the character succeeds. If the result is lower than the target number, he fails.

CHARACTER STATISTICS

In *Microlite20*, there are four primary character statistics: Strength (STR), Dexterity (DEX), Mind (MIND), and Charisma (CHA).

Strength measures the character's muscle and physical power, as well as health and stamina.

Dexterity measures hand-eye coordination, agility, reflexes, and balance.

Mind measures how well the character learns and reasons, as well as willpower, common sense, perception, and intuition.

Charisma measures a character's force of personality, persuasiveness, personal magnetism, ability to lead, and physical attractiveness.

To determine these statistics, roll 4d6 and drop the lowest rolled die. Total remaining three dice, and allocate that total to one of the character statistics. Repeat the process to determine the remaining statistics, then find the ability modifiers listed below.

Ability	Modifier
1	-5
2-3	-4
4-5	-3
6-7	-2
8-9	-1
10-11	0
12-13	+1
14-15	+2
16-17	+3
18-19	+4
20-21	+5
22-23	+6
	...and so on.

RACES

In the *Microlite20* game, there are four races: humans, elves, dwarves, and halflings.

Humans are the most numerous, as well as the most physically diverse, of the common races. Humans typically stand from 5 feet to a little over 6 feet tall and weigh from 125 to 250 pounds, with men noticeably taller and heavier than women. Skin shades run from nearly black to very pale, hair from black to blond (curly, kinky, or straight), and facial hair (for men) from sparse to thick. Humans have short life spans, achieving maturity at about 16 and rarely

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